MechSwapper I know it is spelled incorrectly but this is the name !

by Mechronom

Version 2.5 released:	2007
Version 2.52 released:	2011
Last updated by wolfman:	2024

Edition for MC2X (R61)



MechSwapper

What is this program ?

MechSwapper is a tool for Mechcommander2 mission designers and gamers. The main purpose of the program is to modify previously created missions by quickly swapping mechs and other units from a predefined catalog. The catalog contains the original MC2 mechs and vehicles and all other units created later and added to wolfman-MC2X.

What can it do?

If missions and campaigns were created using the editor provided by MC2X the program will be able to modify those missions. It is possible to replace (exchange) units, select variants, select pilots and the skill level of each pilot.

What can it not do?

It can't add new units on the map of a mission. It can't modify mission files that are packaged inside fast (fst) files

What is it good for, then?

The program can highly efficient exchange units, select variants, pilots and pilot skill levels without having to open the mission file using the mission editor, locate individual units on the map, modify those units and save again.

Which files are used?

- MSwapper.exe :is the actual application file

- Mechasdataset2.xml: the xml basic format
- Mechasdata5.xml: the list of units

- 240 jpg images representing the units that can be swapped.

The names of the images are the same used for the equivalent unit.csv file in the object folder.

The images are not essential for the functionality of the program.

The Mechasdata5.xml file contains the unit catalog.

This is an example of a unit in Mechasdata5.xml:

```
<Mechas>
    <name>Adder</name>
    <weight>35</weight>
   <house>Clan</house>
    <code>928</code>
    <filen>Puma</filen>
    <vehitype>0</vehitype>
    <origen>1</origen>
</Mechas>
<Mechas>
    <name>Annihilator</name>
    <weight>100</weight>
    <house>Mercenary</house>
    <code>88</code>
    <filen>Anihilator</filen>
    <vehitype>0</vehitype>
    <origen>1</origen>
</Mechas>
```

Where are the files placed?

The files can be placed in any folder and run from it. All the files must be placed inside the same folder, never apart.

The program requires Microsoft .NET Framework Version 2.0 or better. http://www.microsoft.com/downloads/details.aspx?familyid=0856eacb-4362-4b0d-8edd-aab15c5e04f5&displaylang=en

What files are modified?

Mission.fit files; the program will not work if purchase.fit files are selected.

The program will save the older mission.fit file with a new file name. The new file name adds in front of the old file name numbers related to the year, month, day, hour, minute and second. Example: old file name mc_23.fit changes to 20060321133434_mc_23.fit and the new file takes the name mc23.fit. That way a backup of the original file is kept.

Name													
6 44	Weight	House	Code	FileName	VType	^		FileName	Code	Friend/Foe	F_Code	Variant	Profile
Adder	35	Clan	928	Puma	0		*						•
Annihilator	100	Mercenary	88	Anihilator	0					*			
Anubis	30	Liao	53	Anubis	0								
Assassin	40	Marik	649	Assassin	0	_							
Atlas	100	Inner Sphere	51	Atlas	0								
Avatar	70	Kurita	934	Avatar	0							A	
Awesome	80	Inner Sphere	923	Awesome	0								
BattleMaster	85	Inner Sphere	931	Battlemaster	0								
Black Hawk	50	Clan	78	Noval	0								
Blackjack	45	Inner Sphere	293	BlackJack	0								
Blood Asp	90	Clan	875	Bloodasp	0					Cata	loa Lis	t	
Blood Asp II	85	Magic	936	Bloodasp2	0						- <u>J</u>		
Bushwacker	55	Steiner	874	Bushwacker	0								
Catapult	65	Inner Sphere	18	Catapult									
Cauldron Born	65	Clan	647	Cauldron	MSwa	ppe	er						
Centurion	50	Inner Sphere	645	Centurion		Me	chSwa	pper Version 2.5			mia	aion fit List	
Centurion II	55	Inner Sphere	73	Centurion1			By Me	echronom			mis	SSION. IIL LISU	
Chimera	40	Inner Sphere	921	Chimera		1	MechC	ommander 2:					
Commando	25	Steiner	943	Commando		Me	ch and	Vehicle Swapper					
Commando IIC	25	Clan	77	Commando2c			-						
Cougar	35	Clan	630	Cougar			_	UK					
Cougar II	35	Clan	91	Cougart	0								
Cyclops	90	Liao	873	Cyclops	0								
Dire Wolf	100	Clan	941	Direwolf	0						_		
Dragon	60	Kurita	702	Dragon	0			Co	onsol	e Sectior	n 📕		
Enfield	50	Steiner	877	Enfield	0							*	
Enforcer	50	Davion	648	Enforcer	0								
	95	Class	000	English	O.								



Start the Program

Click on MechSwapper file to start it and display a screen that looks like **Figure 1**. The table on the left side is the catalog of units that opens automatically from the two xml files.



Figure 2 Console section located in the lower left contains the buttons to open the mission.fit file, to swapp units and to save the modified file. For the selected unit from the catalog name, weight, house, code number and the file name are displayed. The Old Unit textbox shows the name of unit to be swapped and the unit code. The Units Count textbox contains the number of units in the mission.fit file.

Notice the Yellow boxes with the Timberwolf/MadCat and Summoner/Thor and the arrows. That is the place holder for the images of the units being swapped. If the images are missing a note will appear saying <u>"Image not Available"</u>. The image is a jpg with the same name as the equivalent *.csv file in the object folder.

The console section is located in the lower-end, see Figure 2. It contains the buttons for opening the mission.fit file, to swapp unit and to save the revised mission.fit file. The text windows to present the selected unit from the catalog including:

- Name: MC2 name
- Weight
- House: Davion, Steiner, Liao, Pirate, Clan,...etc.
- code number
- File Name

most of the times it is the same name of the MC2 name, but once in a while it is different; example: MC2 name; razorback, file name; werewolf

The old unit textbox shows the filename of the unit to be swapped which is provided by the mission.fit file. The Units Count box contains the number of units in the mission.fit file.

Figure 3 shows the standard open file that allows you to browse if you placed mechswapper files in different folder than the ...\data\missions\ path. Select the file by clicking on it and open it. Notice the files with name *_purchase, which are .fit files but not mission definition files and will not fill up the list in right. After opening, see **Figure 4** the window on the right side is now filled with the list of currently placed. The order of their appearance is the same as in the mission.fit file.

Figure 5 shows a close up of the catalog list on the left side. The heading shows:

- Name
- Weight
- House
- Code
- Filename
- VType

•	0 : Mech	10 : Vehicle	11 : Hovercraft	12 : Infantry	13 : Fixed Unit
•	20 : Civil Unit	30 : Helicopter	40 : Airplanes	50 : Dropship	51 : Fixed Dropship

The VType parameter is used to differentiate between and sort visually the different unit types

	lechSwapper												_ 7 ×
	Name	Weight	House	Code	FileName	VType	^	FileName	Code	Friend/Foe	F_Code	Variant	Profile
•	Adder	35	Clan	928	Puma	0		*	1			2.7	-
	Annihilator	100	Mercenary	88	Anihilator	0							
	Anubis	30	Liao	53	Anubis	0							
	Assassin	40	Mari			-							
	Atlas	100	Inner SI	en							<u> </u>		
	Avatar	70	Kuri	Look in:	🚞 missions			~	0	1 🕑 🛄 -			
	Awesome	80	Inner Sj					EA				Purcha	se.fit File
	BattleMaster	85	Inner Sj	A	E_3_0_Pur	chase		@e_4_5		Imc2_03b Imc2_04			
	Black Hawk	50	Cla	Mu Becent	E 3 Da Pi	irchase		E 4 6 Purchase		mc2_04			
	Blackjack	45	Inner Sj	Documents	@]e_3_1			@]e_4_7	_	mc2_06			
	Blood Asp	90	Cla	A	E_3_1_Pur	chase		🕑 e_4_7_Purchase		🕑 mc2_07			
	Blood Asp II	85	Mag		@e_3_2			🕑 gamesys		🕑 mc2_08			
	Bushwacker	55	Steir	Desktop	E_3_2_Pur	chase		iceflow		Imc2_09			
	Catapult	65	Inner Sj		@ e_4_1	chace		lastcastie		mc2_10			
	Cauldron Born	65	Cla		e 4 2	chase		m0101		mc2_11			
	Centurion	50	Inner St		E_4_2_Pur	chase		mc2_01		mc2_13			
	Centurion II	55	Inner Sj	ly Documents	@e_4_3			🕑 mc2_01old		🕑 mc2_14			
	Chimera	40	Inner Sj	-	E_4_3_Pur	rchase		Imc2_02		🖉 mc2_15			
	Commando	25	Steir		e_4_4	chaco		∭ mc2_02old ∭mc2_02		Imc2_16 Imc2_17 ◀			
	Commando IIC	25	Cla N	My Computer		unase		le]incz_03				Missi	on fit File
	Cougar	35	Cla		<						>		onnie i no
	Cougar II	35	Cla		File name:	1				~ (Open		
	Cyclops	90	Lia	3	Ciles of house	0.0		8.00			Coursel		
	Dire Wolf	100	Cla	My Network	Flies of type.	Inc n	ies (.ntj		<u> </u>	Cancel		
	Dragon	60	Kurita	702	Dragon	0						-	
	Enfield	50	Steiner	877	Enfield	0							
	Enforcer	50	Davion	648	Enforcer	0							
_	Executioner	95	Clan	939	Executioner	0	v						
C.	Save File New L	Jnit 🗌						Color Code		Old Unit			_
	a Waiak							Mech Civil Un	t	-			
	Swapp	·						Vehicle Helicopt	er	0411-3 0-1		11	
	Open File House	•			X			Hovercraft Airplane			16	X	
	Code							Fixed Unit Fixed Dror	osh		1		
	File N	ame			T I			No Available		Units Count			

Figure 3.Standard open file that allows you to browse if you placed MechSwapper files in different folder than the\data\missions\ path. Select the file by clicking on it and open it.

Notice the files with name *_Purchase, which are .fit files but not mission.fit files.

Figure 6 shows a close up of the unit list from the mission.fit file on the right. The headings show:

- FileName
 - Code: objectID as defined in mc2xinv.csv and compacted in object2.pak
 - Friend/Foe:
 - SquadMember: this are the guys you control
 - Foe 1, Foe 2: Enemies, sometimes you have two teams that will fight between each other and at the same time attack you if you give them a chance.
 - Allies: this are the guys that attack your enemies at the same time will not threat you.
 - F_Code:
 - PM207300 Player Units
 - PV20500 Enemy/Allies Units (Vehicle Profile)
 - PM101100 Enemy/Allies Units
 - Variant: It is common to have two or three standard variants. The best case is the Atlas when 0 is the standard mech, 1 is Claymore's Atlas and 2 is Renard's Atlas. The variant cell is a pull down menu that provides the number of the variant, a capital "J" if the mech has jump jets and the name of the variant. The number of variants is defined by the files located in the data/object/ folders. The drop down menu only shows the available variants.
 - Profile: this is the pilot or pilot profile used for each unit

	MechSwapper															ð	×
	Name	Weight	House	Code	FileName	VType	^		FileName	Code	Friend/Foe	F_Code	Variant	1	Profile		^
•	Adder	35	Clan	928	Puma	0			Starslayer	2	SquadMember	PM20730	0-J -Starslayer Prime		pmp_bubba	-	
	Annihilator	100	Mercenary	88	Anihilator	0			Bushwacker	874	SquadMember	PM20730	0-Bushwacker Prime	•	pmp_bubba	+	
	Anubis	30	Liao	53	Anubis	0			Catapult	18	SquadMember	PM20730	0- J -Catapult Prime	•	pmp_bubba	•	
	Assassin	40	Marik	649	Assassin	0			Werewolf	45	SquadMember	PM20730	0-J -Razorback Prime	•	pmp_bubba	•	
	Atlas	100	Inner Sphere	51	Atlas	0			Hunter	146	Foe1	pv20500	0-Hunter	٠	pmwgreen	•	Ŧ
	Avatar	70	Kurita	934	Avatar	0			Hunter	146	Foe1	pv20500	0-Hunter	٠	pmwgreen	-	
	Awesome	80	Inner Sphere	923	Awesome	0			Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen		
	BattleMaster	85	Inner Sphere	931	Battlemaster	0			Hunter	146	Foe1	pv20500	0-Hunter	٠	pmwgreen		
	Black Hawk	50	Clan	78	Nova1	0			Harasser	118	Foe1	pv20500	0-Harasser		pmwgreen	•	
	Blackjack	45	Inner Sphere	293	BlackJack	0			Harasser	118	Foe1	pv20500	0-Harasser	•	pmwgreen		
	Blood Asp	90	Clan	875	Bloodasp	0			Jaegermech	50	Foe1	PM10110	0-J JagerMech Prime		pmwregular	-	
	Blood Asp II	85	Magic	936	Bloodasp2	0			Wolfhound	46	Foe1	PM10110	0- J -Wolfhound Prime	•	pmwregular	•	
	Bushwacker	55	Steiner	874	Bushwacker	0			Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	•	
	Catapult	65	Inner Sphere	18	Catapult	0			Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	•	
	Cauldron Born	65	Clan	647	Cauldron	0			Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	•	
	Centurion	50	Inner Sphere	645	Centurion	0			Wolfhound	46	Foe1	PM10110	0- J -Wolfhound Prime	+	pmwregular	•	
	Centurion II	55	Inner Sphere	73	Centurion1	0			Wolfhound	46	Foe1	PM10110	0- J -Wolfhound Prime	•	pmwregular	•	
	Chimera	40	Inner Sphere	921	Chimera	0			Hetzer	225	Foe1	pv20500	0-Hetzer	-	pmwgreen	•	
	Commando	25	Steiner	943	Commando	0			Hetzer	225	Foe1	pv20500	0-Hetzer	•	pmwgreen	-	
	Commando IIC	25	Clan	77	Commando2c	0			Hetzer	225	Ca	talog L	_ist	-	pmwgreen	•	
	Cougar	35	Clan	630	Cougar	0			Harasser	118	L		Isocarano er	•	pmwgreen	•	
	Cougar II	35	Clan	mi	onion fit l	iot			Harasser	118	Foe1	pv20500	0-Harasser	•	pmwgreen		
	Cyclops	90	Liao	11113	SSIOIT.IIL L	.151			Harasser	118	Foe1	pv20500	0-Harasser	•	pmwgreen	-	
	Dire Wolf	100	Clan	941	Direwolf	0			MediumCopter	234	Foe1	PM10110	0-Attack Copter	*	pmwgreen	•	
	Dragon	60	Kurita	702	Dragon	0			MediumCopter	234	Foe1	PM10110	0-Attack Copter	•	pmwgreen	•	
_	Enfield	50	Steiner	877	Enlield	0			TroopTransport	238	Foe1	pv20500	0-Troop Transporter	-	pmwgreen	•	
	Enforcer	50	Davion	648	Enforcer	0			TroopTransport	238	Foe1	pv20500	0-Troop Transporter	•	pmwgreen	•	
_	Executioner	95	Clan	939	Executioner	0	~		ArmoredCar	145	Foe1	pv20500	0-Armored Car	•	pmwgreen	•	~
C	o ra New I	Init					-	-	Color Code	1 033	Old Unit	DURONA	L OF CUE!			_	_
	Swapp Weigh	nt			*→	•		M Ve	lech Civil Unit	t er		le .	Ĩ.→	>			
	Open File House Code				X			Hov Inf Fixe	reroratt Airplane fantry Dropship ed Unit Fixed Drop	ish			X	h			
	File N	ame							No Available		79			1			

Figure 4 The window on the right side is now filled with the list of units in the order they appear in the mission.fit file.

Name	Weight	House	Code	FileName	VType	^
Adder	35	Clan	928	Puma	0	
Annihilator	100	Mercenary	88	Anihilator	0	
Anubis	30	Liao	53	Anubis	0	
Assassin	40	Marik	649	Assassin	0	-
Atlas	100	Inner Sphere	51	Atlas	0	
Avatar	70	Kurita	934	Avatar	0	
Awesome	80	Inner Sphere	923	Awesome	0	

Figure 5 Close up of the catalog list, where the headings showing Name, Weight, House, Code, Filename and VType.

								7)
	FileName	Code	Friend/Foe	F_Code	Variant		Profile	
•	Starslayer	2	SquadMember	PM20730	0-J-Starslayer Prime		pmp_bubba	+
	Bushwacker	874	SquadMember	PM20730	0-Bushwacker Prime	•	pmp_bubba	+
	Catapult	18	SquadMember	PM20730	0-J -Catapult Prime		pmp_bubba	+
	Werewolf	45	SquadMember	PM20730	0-J -Razorback Prime	•	pmp_bubba	-
	Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	•
	Hunter	146	Foe1	pv20500	0-Hunter	+	pmwgreen	-
	Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	+
	Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	+
-	043435	2005-00-00	8 2000 8C	2 Statistical Sector	232000		2	

Figure 6 Close up of the list from the mission .fit file showing Filename, Code, Friend/Foe, F_Code, Variant and Profile.

	MechSwapper															ð	×
	Name	Weight	House	Code	FileName	VType	^		FileName	Code	Friend/Foe	F_Code	Variant		Profile		^
	Adder	35	Clan	928	Puma	0			Starslayer	2	SquadMember	PM20730	0-J -Starslayer Prime		pmp_bubba	+	
	Annihilator	100	Mercenary	88	Anihilator	0	=		Bushwacker	874	SquadMember	PM20730	0-Bushwacker Prime	•	pmp_bubba	+	
	Anubis	30	Liao	53	Anubis	0			Catapult	18	SquadMember	PM20730	0-J -Catapult Prime	2. * 2	pmp_bubba	•	
	Assassin	40	Marik	649	Assassin	0			Werewolf	45	SquadMember	PM20730	0-J -Razorback Prime	•	pmp_bubba	-	
	Atlas	100	Inner Sphere	51	Atlas	0			Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	•	
	Avatar	70	Kurita	934	Avatar	0			Hunter	146	Foe1	pv20500	0-Hunter	4	pmwgreen	+	
	Awesome	80	Inner Sphere	923	Awesome	0			Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	+	
	BattleMaster	85	Inner Sphere	931	Battlemaster	0			Hunter	146	Foe1	pv20500	0-Hunter	٠	pmwgreen	*	
	Black Hawk	50	Clan	78	Nova1	0			Harasser	118	Foe1	pv20500	0-Harasser		pmwgreen		
	Blackjack	45	Inner Sphere	293	BlackJack	0			Harasser	118	Foe1	pv20500	0-Harasser	•	pmwgreen	-	
	Blood Asp	90	Clan	875	Bloodasp	0			Jaegermech	50	Foe1	PM10110	0-J JagerMech Prime	i.	pmwregular		
	Blood Asp II	85	Magic	936	Bloodasp2	0			Wolfhound	46	Foe1	PM10110	0- J -Wolfhound Prime	•	pmwregular	-	
	Bushwacker	55	Steiner	874	Bushwacker	0			Hunter	146	Foe1	pv20500	0-Hunter		pmwgreen	•	
•	Catapult	65	Inner Sphere	18	Catapult	0			Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	•	
	Cauldron Born	65	Clan	647	Cauldron	0			Hunter	146	Foe1	pv20500	0-Hunter		pmwgreen	•	
	Centurion	50	Inner Sphere	645	Centurion	0			Wolfhound	46	Foe1	PM1010	0- J -Wolfhound Prime	+	pmwregular	•	
	Centurion II	55	Inner Sphere	73	Centurion1	0			Wolfhound	46	Foe1	PM10110	0- J -Wolfhound Prime		pmwregular	•	
	Chimera	40	Inner Sphere	921	Chimera	0			Hetzer	225	Foe1	pv20500	0-Hetzer	+	pmwgreen	•	
	Commando	25	Steiner	943	Commando	0			Hetzer	225	Foe1	pv20500	0-Hetzer		pmwgreen	-	
	Commando IIC	25	Clan	77	Commando2c	0			Hetzer	225	Foe1	pv20500	0-Hetzer	-	pmwgreen	-	
	Cougar	35	Clan	630	Cougar	0			Harasser	118	Foe1	pv20500	0-Harasser		pmwgreen	•	
	Cougar II	35	Clan	91	Cougart	0			Harasser	118	Foe1	pv20500	0-Harasser	•	pmwgreen	•	
	Cyclops	90	Liao	873	Gyalops	0			Harasser	118	Foe1	pv20500	0-Harasser		pmwgreen	-	
	Dire Wolf	100	Clan	941	Direwolf	0			MediumCopter	234	Foe1	PM10110	0-Attack Copter	+	pmwgreen	-	
	Dragon	60	Kurita	702	Dragon	0			MediumCopter	234	Foe1	PM10110	0-Attack Copter		pmwgreen	+	
	Enfield	50	Steiner	877	Enlield	0			TroopTransport	238	Foe1	pv20500	0-Troop Transporter	•	pmwgreen	•	
	Enforcer	50	Davion	648	Enforcer	0			TroopTransport	238	Foe1	pv20500	0-Troop Transporter	<	pmwgreen	•	
	Executioner	95	Clan	939	Executioner	0	~		ArmoredCar	145	Foe1	pv20500	0-Armored Car	•	pmwgreen	•	~
C	New J	Init Lica				<u> </u>		-	Color Code	1.033		V.			-	_	-
	Save File		apuic		COLUMN NAME			М	lech Civil Uni		Jaegermech						
ſ	Swapp Weigl	nt 65			ARADA ARADA	5		Ve	hicle Helicopte	er				4	i i		
	O- ET House		or Sohoro		tono 1			Hov	ercraft Airplane		Old Unit Cod	le			1		
	upen File	1 proce	or opnere		H H			Inf	antry Dropshir		50		I TON I				
	Code	18	6					Fixe	d Unit Fixed Drop	sh	 mile Count						
	File N	ame Cat	apult		- Start				No Available		79		M H	1	i		
			apuit								13						

Figure 7 Select unit in catalog (left side) and mission.fit file (right side). The mission.fit selection is the unit to be replaced by the unit selected from the catalog.

Click on the unit on the catalog (left side) and click on the unit on the mission.fit file (right side). Notice that the units in the left will be used in to swapp the units in the right. See selection in Figure 7.

Figure 8 zooms on the selected mech in the catalog on the left.

Figure 9 zooms on the selected unit in the mission.fit list on the right.

Figure 10 shows the console providing basic information on the current (old) and catalog selected (new) units.

	Blood Asp II	85	Magic	936	Bloodasp2	U
	Bushwacker	55	Steiner	874	Bushwacker	0
۲.	Catapult	65	Inner Sphere	18	Catapult	0
	Cauldron Born	65	Clan	647	Cauldron	0
	Centurion	50	Inner Sphere	645	Centurion	0

Figure 8 Zoom on the selection of the units from the catalog (left side)

	maiassei	110	ruei	pvz0000	0-Malassei	•	pinwgreen	•	
	Harasser	118	Foe1	pv20500	0-Harasser	4	pmwgreen	-	
•	Jaegermech	50	Foe1	PM10110	0-J JagerMech Prime	4	pmwregular	-	
	Wolfhound	46	Foe1	PM10110	0- J -Wolfhound Prime	٠	pmwregular	+	
		4.40		00500	AU				

Figure 9 Zoom on the selection of the units from the mission.fit list (right side).

Save File	New Unit	Catapult		Color	Code	Old Unit	
	J 5 50 5 6		Ditte Contract	Mech	Civil Unit	Jaegermech	THE MARK
Swapp	Weight	65	Same Sector	Vehicle	Helicopter		
Open File	House	Inner Sphere	and the	Hovercraft	Airplane	Old Unit Code	
	0.4			Infantry	Dropship	50	
	Lode	18		Fixed Unit	Fixed Dropsh	Units Count	
	File Name	Catapult	and have	No Av	vailable	79	

Figure 10 Zoom on the console: you can see the selection from the catalog on the left and the selection of the current unit to be swapped (Old Unit) on the right.

After pressing the Swapp button then the new unit is in the mission.fit list and you can see it in the **Figure 11**. Note: the unit will be placed in the mission.fit list with the variant 0, even if the prior unit was different than 0. However, there is a pull down menu from 0 to the maximum number of available variants for that unit in that cell to allow changes; see **Figure 12**.

Bushwacker	55	Steiner	874	Bushwacker	0		Harasser	118	Foe1	pv20500	0-Harasser	•	pmwgreen 🔻
Catapult	65	Inner Sphere	18	Catapult	0	•	Catapult	18	Foe1	PM10110	0- J -Catapult Prime	<	pmwregular 💌
Cauldron Born	65	Clan	647	Cauldron	0		Wolfhound	46	Foe1	PM10110	0-J -Wolfhound Prime	-	pmwregular 👻

Figure 11 Shows the new unit in the mission.fit list. Note: the units are placed as variant 0 to avoid non-existing variants of the new unit in the revised mission.fit file.

				· ·			· -	
	Harasser	118 Foe1 pv20500 0-Harasser		0-Harasser	4	pmwgreen	•	
	Harasser	Harasser 118 Foe1 pv20500 0-Harasser		•	pmwgreen	•		
١.	Catapult	18	Foe1 PM10110 0- J -Catapult Prime		<	pmwregular	•	
	Wolfhound	46	Foe1	PM10110	0- J -Catapult Prime		pmwregular	•
	Hunter	146	Foe1	1 pv20500 2-J -Catapult CPLT-C6			pmwgreen	•
	Hunter	146	Foe1	pv20500	0-Hunter	+	pmwgreen	-

Figure 12 Notice that even if the program swapps all the new units with variant 0, there a pull down menu that allows the selection of any existing (even hidden) variant for that unit.

	Harasser	ser 118 Foe1 pv20500 0-Harasser		-	pmwgreen	-			
۲.	Catapult	18	Foe1	PM10110	0-J -Catapult Prime		pmwregular	4	
	Wolfhound	46	Foe1	PM10110	0- J -Wolfhound Prime	•	pmwregular		^
	Hunter	146	Foe1	pv20500	0-Hunter	•	pmwrooster		-
	Hunter	146	Foe1	pv20500	0-Hunter	•	pmwscooter		~
	Hunter	146	Foe1	pv20500	0-Hunter	•	pmwgreen	•	

Figure 13 Every unit in the mission fit list offers to change the skill level of the pilot without any unit swap.

Figure 14 shows that the swapped unit from the catalog now shows up in the mission.fit file; the process can be repeated as many times as necessary.

Save File	New Unit	Catapult		Color	Code	Old Unit	
			THEFT PROPERTY.	Mech	Civil Unit	Catapult	THE STATE
Swapp	Weight	65	ARMEN MARKE	Vehicle	Helicopter		ARAD ARAD
Open File	House	Inner Sphere		Hovercraft	Airplane	Old Unit Code	See to La
	,		N R	Infantry	Dropship	18	R P
	Lode	18		Fixed Unit	Fixed Dropsh	Units Count	
	File Name	Catapult	and a	No Av	ailable	79	

Figure 14 The console shows the same mech name and image for the catalog and the mission fit file.

							1	
Inner Sphere	645	Centurion	0	Hunter	146	Foe1	pv20500	0-Hur
Inner Sphere	73	Centurion1	0	Hunter	146	Foe1	pv20500	0-Hur
Inner Sphere	921	Chimera	0	Hunter	146	Foe1	pv20500	0-Hur
Steiner	943	Commando				Foe1	PM10110	0- J -Wolfho
Clan	77	Commando2c	MSwapp	er		Foe1	PM10110	0- J -Wolfho
Clan	630	Cougar	Backup F	File:2007319232519 mc2	12.fit	Foe1	pv20500	0-Het
Clan	91	Cougart				Foe1	pv20500	0-Het
Liao	873	Cyclops		ОК		Foe1	pv20500	0-Het
Clan	941	Direwolf				Foe1	pv20500	0-Hara
Kurita	702	Dragon	0	Harasser	118	Foe1	pv20500	0-Hara
Steiner	877	Enfield	0	Harasser	118	Foe1	pv20500	0-Hara
Davion	648	Enforcer	0	MediumCopter	234	Foe1	PM10110	0-Attack
					_			

Figure 15 once the SAVE button is pressed, the old file is saved with a new name that is led by the year, month, day hour, minute and seconds. The new file is saved with the old name; this guarantees that there is a backup of the changes to the mission.fit file.

There is also the option to change the pilot or the pilot's skill level for any unit in the mission fit file without swapping.

After executing all the swapps you can proceed to save. Save is different than it does not allow you to browse around or change the name of the mission.fit file. This is because this file is related to other two files with the same name. For that purpose the new version of the file takes the old name. While the old version of the file takes the same name with a series of number preceding the original name. Those numbers are the year, month, day, hour, minutes and seconds. This way there is a backup of the file or several of them; see **Figure 15**.



Figure 16 Press the upper right corner X to close program.

You can close the program by pressing the top-right x in a corner , see **Figure 16**, or you can open another mission.fit file to swap units.

Uncommon Situations

	/lechSwapper															J.
	Name	Weight	House	Code	FileName	VType	^		FileName	Code	Friend/Foe	F_Code	Variant	1	Profile	
	Summoner	70	Clan	631	Thor	0			Madcat	52	SquadMember	PM20730	0-J -Timber Wolf Prime	•	pmp_bubba	-
	Timber Wolf	75	Clan	92	Timberwolf	0			Werewolf	45	SquadMember	PM20730	0- J -Razorback RZK	•	pmp_bubba	-
	Turkina	95	Clan	646	Turkina	Ũ			Catapult	18	SquadMember	PM20730	0- J -Catapult CPLT-C1	•	pmp_bubba	-
	UrbanMech	30	Inner Sphere	246	UrbanMech	0		١.	Atlas	51	Foe1	PM10110	0-Atlas AS7-D	-	pmwelite	•
	UrbanMech IIC	30	Clan	75	UrbanMech2c	0			Werewolf	45	Foe1	PM10110	0- J -Razorback RZK	•	pmwveteran	-
	Valkvrie	30	Davion	104	Valkurie	0			Werewolf	45	Foe1	PM10110	0- J -Razorback RZK	•	pmwveteran	•
	Victor	80	Inner Sphere	924	Victor	0			Werewolf	45	Foe1	PM10110	0-J -Razorback RZK	•	pmwveteran	-
	Vulcan	40	Inner Sohere	689	Vulcan	0			LRMC	201	Foel	pv20500	U-NoVariant	*	pmwveteran	-
	Vulture	60	Clan	942	Vidural	0			LRMC	201	Foel	pv20500	U-NoVariant	•	pmwveteran	-
		70	Innor Cohoro	07	Varbannar	0			LRMC	201	Foel	pv20500	U-NoVariant	•	pmwveteran	-
	Warrannier	00	Class	07	Wantanine/	8				201	Foel	pv20500	0-NoVariant	-	priveteran	-
	warnammer IIC	80	Lian	005	warnammerzc	U			Werewolf	45	Fuel Ecel	PM10110	0. L.Bazorback BZK	-	privveteran	-
	warnawk	80	Lian	930	warnawk	0	=		LBMC	201	Foe1	py20500	0-NoVariant	+	pmwveteran	+
	Wolfhound	35	Steiner	46	Wollhound	U			Hollander	47	Foe1	PM10110	0-Hollander BZK-E3	-	pmwveteran	-
	Wolthound IIC	35	Clan	641	Wolfhound2c	U			Zeus	58	Foe1	PM10110	0-Zeus ZEU-7B	+	pmwveteran	+
2	Zeus	80	Steiner	58	Zeus	0			Werewolf	45	Foe1	PM10110	0- J -Razorback RZK	•	pmwelite	+
	AeroSpotter	20	NA	524	AeroSpotter	10			Werewolf	45	Foe1	PM10110	0- J -Razorback RZK	-	pmwelite	+
	Alacom	95	NA	801	Alacom	10			Storm	200	Foe1	pv20500	0-NoVariant	•	pmwveteran	-
	APC	15	NA	117	APC	10			Harasser	118	Foe1	pv20500	0-NoVariant	-	pmwveteran	-
	Armored Car	5	NA	145	ArmoredCar	10			Harasser	118	Foe1	pv20500	0-NoVariant	•	pmwveteran	•
	Artillery	100	NA	640	Artillery	10			Swarmlrmc	548	Foe1	pv20500	0-NoVariant	•	pmwveteran	-
	Bulldog	50	NA	642	Bulldog	10			Monsoon	143	Foe1	pv20500	0-NoVariant	•	pmwveteran	-
	Challenger	90	NA	473	Challenger	10			Monsoon	143	Foe1	pv20500	0-NoVariant	-	pmwveteran	-
	Clan LRMC	50	NA	29	ClanLRMC	10			MediumCopter	234	Foe1	PM10110	0-Attack 'Copter	•	pmwveteran	-
	Demolisher	80	NA	471	Demolisher	10			MediumCopter	234	Foe1	PM10110	0-Attack 'Copter	-	pmwveteran	-
	Goblin	45	NA	474	Goblin	10			HeavyCopter	361	Foe1	PM10110	0-Heavy 'Copter	•	pmwveteran	-
	Heavy LRMC	80	NA	840	HeavyLRMC	10	~		DrillSon	330	Foe1	pv20500	0-NoVariant	•	pmwveteran	•
Г	Save File New I	Jnit Zeu	IS			-		_	Color Code		Old Unit	00500				
E	Weid	at loo	3		1 and			ł	vlech Civil Uni	t I	Atlas					
L	Swapp / Wolg							V	ehicle Helicopte	:r [04144.0	1 22				
	Open File House	e Ste	ner					Ho	vercraft Airplane		51	ie	B ST			
-	Code	58			ų ų			Ir	nfantry Dropship							
		50				21		Fix	ed Unit Fixed Drop	sh	Units Count					
	File N	ame Zeu	IS		and the second s				No Available		91			-		

Figure 17 The black bands with gray letters in the catalog indicate units unavailable for this install of MC2X.

Happy Swapping !